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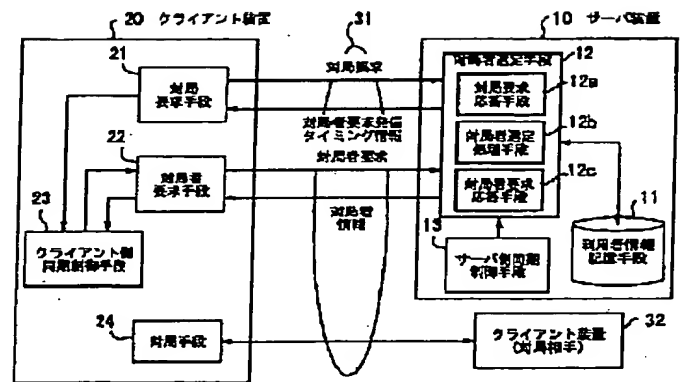PUBLICATION DATE : 02-03-99

APPLICATION DATE : 20-08-97
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APPLICANT : FUJI XEROX CO LTD;

INVENTOR : KUME HIROSHI;

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TITLE : NETWORK GAME SYSTEM, NETWORK GAME SERVER DEVICE, NETWORK GAME CLIENT DEVICE, MEDIUM STORING OPPONENT SELECTION PROGRAM, AND MEDIUM STORING OPPONENT INFORMATION ACQUISITION PROGRAM

ABSTRACT : PROBLEM TO BE SOLVED: To save the trouble of selecting an opponent by a user himself.

SOLUTION: A match request response means 2a in a server device 10, on receiving the request for a match, sends back opponent request transmission timing information by which the time to transmit the request for an opponent is designated. An opponent selection processing means 12b determines the combination of a match at a predetermined timing. An opponent request response means 12c, after receiving the request for an opponent, extracts from a user information storage means 11 the opponent information about the user who transmitted the request for an opponent, and sends back the same to a client device 20 as the response to the request for an opponent. The match request means 21 of the client device 20 outputs the request for a match to the server device 10, and receives opponent request transmission timing information from the server device 10. At the time designated by the opponent request transmission timing information, the opponent request means 22 outputs the request for an opponent to the server device 10, and receives information about the opponent from the server device 10.